AMENDMENTS TO THE CLAIMS

Claims 1-24. (Canceled).

25. (Currently amended) A game task execution management method executable on a server with which a plurality of terminals are connectable via a network system, <u>each of said terminals being executable with the same game program for carrying out a common task,</u> said method comprising the steps of:

~~receiving and~~ registering on a database of the server information which is sent from said terminals via the network in response to players' operations on the terminals, respectively, said information including plural items which the players want to register on the server<u>, said items including a current progress status of the game being executed on each of the terminals</u>;

<u>when</u> ~~receiving,~~ <u>received</u> from a terminal in response to a player's operation via the network, a request for ~~team organization, said request including a specific item with which the player desires to participate in a team for performing a common task in corporation with other players on a network game;~~ <u>participating the game being played on the other terminal or terminals on the network,</u> searching ~~players~~ <u>one or ones matching to the request among the terminals currently on the network of the players</u> registered [[in]] <u>on</u> the ~~data base~~ <u>database</u> ~~including the specific item in the request and organizing a team of players having the common specific item or adding the player to a team of players having the common specific item and then online to the network;~~ <u>and</u>

sending <u>to the terminal all the request</u> control-information necessary for ~~executing said common task to all of the terminals under control of the players organized as the team,~~ <u>starting the game program from an intervene stage of the game currently being played on the terminal or terminals selected as matching to the request,</u>

so that all of the <u>terminals selected</u> ~~players of~~ <u>as</u> the team have the common control information for <u>performing</u> ~~executing~~ said common task <u>on the game executing</u> on the respective terminals~~; and~~

~~allowing the players of the team to execute said common task of the game on the respective terminals in corporation with each other while connected to the server via the network.~~

Claim 26. (Canceled).

27. (Currently amended) An online game-participant organizing method executable on a server with which a plurality of terminals are connectable via a network, <u>each of said terminals being executable with the same game program for carrying out a common task,</u> said method comprising the steps of:

registering on a database of the server data items personal to the participants sent via the network from the terminals in response to the participants' operations, respectively<u>, said items including a current progress status of the game being executed on each of the terminals</u>;

upon receipt of a request for ~~a game team organization with a specific item with which the participant wants to participate in a game team for executing a common game task~~ <u>participating the game</u> from a terminal ~~in response to the participant's operation~~ through the network, ~~searching on the database participants registered with the item common to said specific item and then connecting their terminals to the network;~~ selecting <u>one or ones matching to the request of</u> the terminals [[of]] <u>currently on the network and being played with the game by</u> the participants among the participants registered <u>on the database</u> ~~with the item common to said specific item and organizing a game team with the selected participants~~; and

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transmitting to <u>the terminal on the request</u> ~~the terminals of the organized~~ ~~participants~~ common control information so as to ~~share information~~ <u>start the game</u> <u>program from the same stage of the game as with the selected terminals currently on</u> <u>the network</u> ~~among the organized participants~~ for carrying out the game for a common task in corporation.

Claim 28. (Canceled).

29. (New) A game progress management method on a server to which a plurality of terminals are connectable, each of said terminals being executable with a game program for carrying out a common task, said method comprising the steps of:

registering individual information of the user at the terminal including a game progress status on the terminal and a request with the user's desired condition for participating the game sent from each of said terminals;

selecting from the registered terminals one which matches with the request to organize a team for carrying out the common task on the game;

sending to each of said selected terminals control information for executing the game as a team; and

when a terminal of said selected terminals requests to start the game program from an intervene stage of the game being played on the other of the selected terminal, sending to the terminal control information to start the game program from the intervene stage of the game.